Game

Entity Manager

p2List<Entity*> entities

Entity* CreateEntity(EntityType type, int x, int y)
void destroyEntity(Entity* entity)
bool Awake(pugi::xml_node&)
bool Start()
bool Update(float dt)
bool PostUpdate()
bool CleanUp()

Entity

EntityType type
enum EntityType
iPoint position
fPoint Velocity
Collider* collider
SDL_Texture* graphic
p2DynArray<iPoint>path_entity

Entity()
Entity(EntityType type)
~Entity()
virtual bool LoadEntity()
virtual bool LoadEntityProperties(pugi::xml_node& config)
virtual bool AddAnimationPushbacks()
virtual void Save(pugi::xml_node& file) const
virtual void Load(pugi::xml_node& file)
virtual void Restart()
void Entity_OnCollision(Collider* c1, Collider* c2)

Player

enum Player_State bool isAlive bool isDying bool GodMode int lives int max_lives bool grounded

bool Start()
bool Update(float dt)
bool PostUpdate()
bool CleanUp()
void GodModeInput()

Flying Enemy

enum Flying_Enemy_State bool dead bool chasing

bool Awake(pugi::xml_node&)
bool Start()
bool Update(float dt)
bool PostUpdate()
bool CleanUp()
void normal_path
void chasing_path

Ground Enemy

enum Ground_Enemy_State bool dead bool chasing

bool Awake(pugi::xml_node&)
bool Start()
bool Update(float dt)
bool PostUpdate()
bool CleanUp()
void normal_path
void chasing_path